

ADVANCED SQUAD LEADER IS ALIVE AND WELL IN SEATTLE AND PUGET SOUND.



Welcome to the Spring 2002 edition of the Puget Sound ASLers newsletter, **CX**.

See inside for news about:

- ❖ The Puget Sound ASL club,
- ❖ Two special scenarios:
Emphal scenario and historical article,
A scenario with Mongolians.

If you have not played *Squad Leader* or *Advanced Squad Leader* in some time, now is a great time to start.

COME PLAY ASL

PSASL now meets at Gary's Games. Gary's is a more convenient meeting place. Additionally, we get 10% off all ASL merchandise on game days.

The club meets every other Saturday, usually the second and fourth weekends of the month, although please check our PSASL website for exact dates. Gaming session lasts during store hours, which are 9 a.m. to 5 p.m. The recent high turnout allows for pick up games or players may arrange matches prior to meeting. For more information about how to get to there, feel free to call Gary's Games.



Gary's Games

(206) 789-8891

8539 Greenwood Ave. N, Seattle, WA

Take the N. 85th exit off I-5, follow for a mile or so to Greenwood and take a right, Gary's is on the left next to McDonald's.

Our Purpose

PSASL welcomes all SL/ASL players with any experience level. If you are new to the game or are curious to see what it is all about, we encourage you to call or come by. Ownership of the game or rules is not required. Feel free to contact any of the club representatives, Jeff Newell or Dan Owsen at an e-mail below. For most current club meeting dates or for any other questions, check the PSASL web site. We are not a club nor are membership and fees required.

Important Information

PSASL web site: <http://members.aol.com/adsquadldr>
PSASL contact Jeff Newell: jnewell@nwlink.com
Phone: (206) 985 2890
PSASL web master Dan Owsen: adsquadldr@aol.com
Gary's Games: (206) 789-8891
Multi Man Publications web site:
www.advancedsquadleader.com
ASL Crossroads Links to Everything web site:
www.tigertank.com/aslcrossroads/links

Upcoming Events

Enfilade! — May 24-26
Open ASL @ Gary's Games — 6/8/02
Open ASL @ Gary's Games — 6/22/02
Open ASL @ Gary's Games — 7/6/02
Open ASL @ Gary's Games — 7/20/02
Open ASL @ Gary's Games — 8/3/02
Open ASL @ Gary's Games — 8/17/02
Open ASL @ Gary's Games — 8/31/02

Celebrating fatigued players and their families

Good Luck ASLer's All at Enfilade 2002 Getting the Most from Tournaments by Keeping it Simple

Guidons, Guidons, Guidons,

Another Enfilade is upon us. Amazing. Lots of new faces and excitement in our eight year of PSASL.

Our relationship with Gary's Games is in its fifth strong year. For those that have not stopped by there to game, it is a great place. There is plenty of room, it is well lit, there is lots of coffee and food nearby, and the ability to store games make it a good location to game. Hours are 9-8 on Saturdays.

We are fortunate to have so many dedicated and involved ASLers in this area. Make sure to sign up for our email list and don't be a stranger.

See you at Gary's,
Jeff Newell•

Like any other competitive engagement, tournaments provide opportunities for players that would not normally meet; as a good learning opportunity; and to test your skills. Get the most from tournaments by preparing. There are several things that can be done before going and some during play.

Before attending a tournament

Play scenarios ahead of time. Homework pays off. Read rule sections: Pick a rules section (at random if you like) and start reading them again. What you learn will surprise you.

Die cups. At most major tournaments, all die rolls have to involve a die cup. Do not rely on the hotel site to have flat-bottom water glasses — often they do not.

Before choosing sides

Discuss the scenario first. Both players should know exactly what the scenario describes. Now is the time to ask questions.

Read vehicle notes/special weapons. Read each vehicle or gun note and clearly under-

stand the capabilities like ROF, special ammo, depletion numbers, movement restrictions or other options.

Read SSRs carefully. Read the special rules for the scenario and understand why they are there and what modifications you have to make to your strategy.

During Play

Never give up. In ASL, anything can happen, from a run of unbelievable luck to your opponent making a horrific mistake.

Challenge rules. Ask about rules or interpretations that are new to you.

Check victory conditions during play. Reread the victory conditions during the game just to remain focused.

Unscrupulous players. If you suspect you are playing an unscrupulous person, make no accusation. After the game, inform the director of your suspicions.

Go first, then decide. Tournaments can be fun and exciting. Most of the games will be enjoyable. You will be rewarded by seeing new ideas in action. Often, vendors will display their products and it allows you the opportunity to see other games and magazines. •

Subscribing to the ASLML

The ASL Mailing List is run by Paul Ferraro via a listserv (called Majordomo) hosted by Multiman Publications. It is an unmoderated and free ASL forum for discussions and questions about the game. To subscribe, send e-mail to majordomo@multimanpublishing.com with the body of the message reading: **subscribe advanced-sl**

There is also a Web interface for those not wanting to get extra e-mail. See <http://www.cs.cmu.edu/~mhb/aslml>. Threads may be listed by author, topic, and date.

Starting Small: Introductory Scenarios

This is something for everyone. The first item is a list of simple or small scenarios. They can be used to introduce new players to the game, or just for a quick game.

The Guards Counterattack	Lash Out
The Puma Prowls (AFVs)	Blazin Chariots (AFVs)
Gavin Take	Guryev's Headquarters
Timishenko's Attack	A Meeting of Patrols
Defiance on Hill 30	Sicilian Midnight (Night)
Going to Church	Zon with the Wind
Fighting Withdrawal	

This next section is for the seasoned players.

- What is the fastest AFV?
- What legal CS number would give a crew no chance of survival?
- What AFV and how many times can it conceivably fire in the Prep Fire Phase without ROF?
- What type of hex, under any circumstances, may a unit NOT enter?
- Name a circumstance where you want to roll a DR=12?
- Using mapboards 1-47, what is the highest location?
- Without acquisition or an armor leader what is the farthest distance in hexes that a hit can be achieved on a DR=3?
- When is better to have a red number rather than a black number?

Both sections provided by Robert Wolkey, an out-Spokane player in so many ways and a good friend many Puget Sound ASLers.

Remember These Tips for Tournaments

The following is Sam Belcher's short list of things to remember before and during playing a scenario. However, keep in mind this is by a man who was exciting about his 0-7 record at a tournament.

Before/During Setup

Bore sight. Scenario defender only.

PF. After September, 1943 (July – Sept 1943 by SSR only). *ATMM.* During or after 1944.

Infantry SMOKE/Ordnance SMOKE

HIP/Elite units available?

Grain in season: June to September (inclusive). Plowed fields: April and May.

Orchards in season. April to October (inclusive).

sD/sM/sP/sN available?

EC, victory conditions & SSRs: Read and reread.

The Plan: You do have one, don't you? What approach? Will you fall back? When?

AFV/Antitank capabilities?

Reinforcements: when/where?

Best approach to the victory area? Distance per turn?

After Setup

Review pre-game items. Is setup legal? Setup area & Unit number &

type.

Concealment growth.

Note HIP Location.

Things to consider by Phase

RPh: Setup off board Reinforcements. SW Recovery. Deploy. Repair weapons. First MMC self Rally. Remove DM.

PFPh: Review the plan! Radio contact/OBA. Resolve attacks.

MPh: Move berserk first. Change CE/BU. SW recovery. SMOKE Grenades.

DFPh: Ordnance dispersed SMOKE.

Radio contact/OBA. SFF/FPE.

AFPh: Fire ordnance dispersed WP. Resolve attacks. Blaze spread/flame to blaze.

RtPh: Voluntary break. Conduct routs. Surrender.

APh: Transfer SW/Prisoners. Advance. Change CE/BU

CCPh: Place onboard all HIP (under "?"). Reveal strength. Remove dum-

mies. Ambush. Resolve CC. Grow concealment •

CX Newsletter Credits



PSASL Leaders:
10-3 Jeff Newell
10-2 Sam Belcher
10-0 Dan Owsen (Webmaster)
(1)-0-6 Robert Delwood (CX Editor)

About CX

Please feel free to contact anyone of us if you have questions, comments or would like to submit material.

CX is a semi-regular publication of PSASL. We welcome articles or comments for publication but they should be of interest and relevance to ASL. All **CX** material is copyrighted by the author(s) and blatant violations without their permissions is downright foolishness. More importantly, all copyrights mentioned in this newsletter are owned by their respective companies. Counter artwork courtesy of Carl Fung. •



The following is an introduction to an upcoming scenario set from Scott Picardat. Focusing on the Indian and Japanese Imphal campaign, it will be a collection of six to eight scenarios, some of them interlocking.

Here are my interpretations of events from April through July 1944. When played through, it will give some measure of the campaign. The purpose of this series is to present a body of scenarios all of which are related and some interdependent. It should give you an insight of the campaign. I hope will serve as both a impetus for you to learn more about this struggle and give a clearer picture of the difficulties faced by both sides in this, "The Forgotten War." - Scott Picardat.

Early in the war the Japanese army humiliated the British and Indian divisions in both Malaya and Burma with a blitzkrieg rivalling the Germans. Tokyo foresaw the need of clearing the sea lanes from Japan to the Dutch East Indies. To accomplish this it became necessary to remove the perceived threats of the Americans at Manila and the British at Singapore. Not even the most optimistic of the Japanese general staff predicted the rapid fall of Malaya. At the campaign's conclusion Burma lay wide open. A plan was rapidly developed to send the victors of Malaya and Rangoon. The Japanese met scattered and mostly disorganized resistance. In an equally bold attack, the Japanese turned the flanks of the Commonwealth and Chinese forces deployed in central Burma and succeeded in defeating these forces in detail.

As to why this campaign was fought, it must be understood that the Japanese had isolated China from all points except one little lifeline left from Rangoon to Kuming known as the Burma Road. This vital lifeline originated at Rangoon and from there followed the Salween River north to Lashio by rail. At Lashio the Burma Road began its northward. With the early successes enjoyed by the Japanese it was easy to see how they conceived a plan to continue their isolation of China and forcing their capitulation.

But first they had to decisively defeat the British. The Japanese imposed what would go down in history as Great Britons greatest defeat and its longest retreat. The British were removed to India.

Throughout the next two years, Japan consolidated their positions in Burma and dealt decisively with the few Chinese and British attempts to reclaim points north at Salween and west in the Arakan. Major General Joseph W. Stillwell, sent in 1942 to administer Chinese lend lease, convinced the British of the importance of a land campaign to clear Burma and reopen the road. At the same time, Churchill

wanted to bypass Burma completely and retake Singapore. Admiral Montbatten was given the role as supreme commander in the theatre for that reason. Stillwell was to serve as his deputy along with convoluted duties to both the United States and China. The British Lt. General William Slim had been brought to Burma from the mid east. His arrival came too late to stem the tide of retreat but to his credit, he was able to instill some semblance of order in the retreat and prevented a greater defeat.

At the end of 1943 the British were ready. The capital of Manipur was Imphal and situated as it is, 70 miles from the Burmese boarder, was a logical point for a network of corps communications for a projected campaign back into Burma. Since most who know of the

an outpost of the empire. It was the largest city in Manipur and was situated in a high valley thirty miles long and twenty miles wide. The valley was at an elevation of somewhere near 3000 ft. and is completely surrounded by mountains as tall as 9000 ft. Slim likened Imphal to the hub of a great wheel with it spokes radiating outwards.

Lt. General Mutagachi was the commander of the Japanese 15th army in Burma. He had designs on starting a civil war in India. Mutagachi was a determined but not overly brilliant member of the Japanese Army. His most notable claim to fame was the incident at the Marco Polo Bridge, beginning the conflict with China in 1936. He commanded the forces that had defeated the commonwealth in Ma-

laya. The General Staff in Tokyo reluctantly approved his ambitious plan for conquest of eastern India but were resigned to the probable outcome of only forcing the British out of Assam. This would extend the Japanese defensive line to a point that would be easier to hold, but realized that the defeat of the British XIV army was not likely.

In early February of 1944, the Japanese offensive was staged in Arakan. Its purpose to draw Slim's reserves. This partially succeeded in the respect that two divisions were sent south to deal with this threat. The assumed loss was made up when one of these two divisions was air transported back to Imphal in a matter of days. The main attack took place in the first weeks of

March and was divided into three main columns. In the North was Sato's 31st division driving for Kohima. In the central operating area was the 15th division under Yamauchi. The main body came under Yanagida's 33rd division. Known as the White Tigers, the 33rd split into two columns. The better force was Y Force under Yamamoto. We will see both of these in the bulk of my scenarios, first Y force in Shenam and the main body at Bishempur.

The reason I have chosen to present this as a series is to show how close the Japanese came to success and then to show how they lingered long after they had been defeated. The best chance the Japanese had to win in Imphal was at Bishempur but due to command breakdown from the top to bottom the campaign fell apart almost as it began. Coupled with the failure at Kohima, the unrealistic expectations of Mutagachi caused the Japanese to suffered an even greater defeat than the one the British faced only two years earlier. •



The Imphala region. It started as a Japanese attempt to capture India but ended in an Allied drive for Burma.

campaign know it by its dual name, Imphal/Kohima I will note that Kohima was about 100 miles north of Imphal and through it ran the only primary road existing from central India to where our actions take place.

The Japanese were well aware of this build up and planned a preemptive strike. Slim was also aware of the plans for a Japanese offensive into the Imphal plain and was determined to make this the decisive battle of Burma. To do this, he recognized that by waiting for the Japanese to strike first he could draw them to a place better suited for modern warfare. This was near Imphal. His superiority in aircraft, armored fighting vehicles and artillery would be able to stem the Japanese tide. While his subordinates grumbled of their sacrifice and the giving up of hard earned territory back to the invader, Slim knew he had the means to defeat the Japanese.

As mentioned before, Imphal was the capital of Manipur and was long established as

The Imphal Campaign

Japan's Last Land Offensive, April 1944.

Gunner's Box

PSASL 3 Designed by Scott Picardat.



One of 390 mules being unloaded in the Imphal Valley, India, to support the British Troops.

20 May, 1944. A few miles to the east of Bishampur.

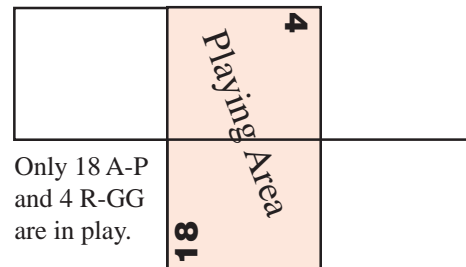
The 17th Division's artillery park was located in a large dry field in an area thought to be well away from immediate action. Not so as the much diminished remainders of the 215th attacked on the night of 20 May. Corralled near the park were the division's mules and horses. The Japanese took advantage of the cover they could provide as they infiltrated the park's perimeter.

Victory Conditions

The Japanese must eliminate by capture or gun destruction all of the Indian artillery by game end.

Board Configuration

N↑



Turn Record Chart

British setup first	1	2	3	4	5	6	7
Japanese move first							

Elements of the II/215th, 33rd Infantry Division [ELR 4]. Set up on board 4, hexes numbered => 3.



6



10



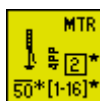
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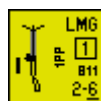
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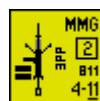
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3



3



1



4

(No crew)

Elements of 9/14th Punjabs and Artillery of the 17th Indian Infantry Division plus AFV's of the 3rd Carabiniers [ELR 4]. Set up on board 18 within five of H5 {SAN: 3}



8



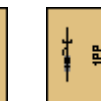
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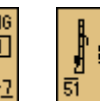
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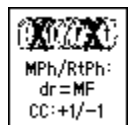
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3



1



10



15

OQF 25-lbr Short

Scenario Special Rules

- EC are wet with heavy rain, no wind at start. PTO terrain is in effect including light jungle.
- Night rules are in effect with no moon and heavy cloud cover. Base NVR is three hexes.
- The horse counters represent corralled mules. They must set up within two hexes of H5 in Level 0. The mules provide both a +1 TEM and a +1 hindrance to LOS.
- The artillery is set up on either hill H8 or Grain field K7 (not both). They must face south. Each gun may not change covered arc until there is a line of sight to a known enemy unit.
- The Lee AFV may set up HIP adjacent to and north of Hillock H3.
- Two Punjab squads may set up HIP.

8. Japanese 3-3-6 units are exempt from normal inexperienced infantry rules. They still Disrupt, however, when failing ELR.

Aftermath: Caught in the corral by the division's reserve, the Punjabs of the 9/14th fought the Japanese to a standstill. It was considered one of the tragedies of the war that the mules were caught in a murderous crossfire. That included guns that were able to fire over open sights and the AFV's of the Carabiniers. The line infantry of the Japanese at this late stage in the campaign had lost most of their leaders at the field level and the troops had long ago resigned themselves to certain death in Imphal. Moral had plummeted to a point never before seen in the Imperial Army. Yet true to their samurai tradition, they fought on against impossible odds.

Scenario design and copyright by Scott Picardat, 1999. Please feel free to drop us a line if you played this. While more information is better than less, your report can be as simple as who won and/or if you liked the game or not. Play testing is no rocket science yet. E-mail comments to : picardats@qwest.net. Scenario art is curtesy of Carl Fung.

CX: THE PUGET SOUND ASL NEWSLETTER

May 2002

Celebrating fatigued players and their families



The following is Scott Jackson's introduction to the scenario The First Step. The battles around the village of Nomonham near the Halha river started as a border dispute. Although overlooked in history books, historians generally agree it effected the entire course of the war. Ironically, the importance was not the battles fought there, but the battles that were *not* fought there.

Nomonhan is a name that is known to very few — even those versed in history. Military historians will usually have heard of it, but only in a general way. “Isn't that where the Russians first beat the Japanese, back in World War II?”

Yes, but it's so much more. Nomonhan was a battle that had no real reason to happen; yet it did occur and it had a major effect on Japan's tactical and strategic thinking from that point on.

After their loss at Nomonhan at the hands of Russian General Zhukov the IJA shifted their offensive operations South against the US/Britain/Netherlands, developed the idea of Tank Hunter Heroes, beefed up the garrison to almost 500,000 troops in Manchuria, and shifted major Artillery and Air assets there as support against a Russian attack. Imagine if those Artillery and Air units had of been used against India or China with another 250,000 ground troops. Or split them among some of the Pacific islands: Guadalcanal, Okinawa, Leyte, Saipan.



The Nomonham battles dissuaded the Japanese from attacking Russia during the war.

Infantry. This was a new “triangular” division that Japan was trying due to a manpower shortage. China was gobbling up the vast majority of trained and even semi-trained troops. Thus, basically untrained divisions were raised and sent to ‘backwater’ fronts to gain ‘on-the-job’ training from their (at best) semi-trained officers. To make matters worse, the 23rd had antique equipment — almost none of it good for antitank warfare.

quickly captured in close combat. The Japanese guns had to switch from firing at Mongol cavalry and tanks. The Mongols concentrated all their fire at the tankettes — even after they were destroyed. The Mongols began to withdraw after ensuring all the tankettes (and even the captured Russian armored car) were all destroyed. They still didn't fire at the Japanese Guns and some historians believe they only had AP ammo, but that can't be substantiated. After the Mongols withdrew a ways, the Japanese also withdrew. Losses were heavy on both sides. Only one Russian tank survived the battle.

The Battle That Shouldn't Have Been

This first real battle involving hundreds of men plus tanks on both sides convinced both the Russians and the Japanese that the border needed to be secured by major military forces. The result was the battle of Nomonhan (also called the Battle of Khalkhin-Gol, the Mongol name for the river (called the Halha by the Japanese and Chinese) where the battle was actually fought).

The Battle of Nomonhan was actually a series of unsuccessful Japanese attacks using three Japanese Infantry Divisions with plenty of artillery and air support against two Russian Infantry Divisions, one armored-infantry division, and one armored division. — also with plenty of air support. Finally, Zhukov swept around the Japanese flank and crushed his opponents. Estimates of Japanese losses run around 25,000 dead, with another 30,000 wounded. The Japanese unofficially admit they lost 36,000 men out of the 40,000 in action at Nomonhan. Officially, they put their losses at 18,000 — half of which were dead and half wounded. This information was actually withheld from the general Japanese public until late in 1941, and they were simply told about a “border skirmish” along Mongolia's border with Manchukuo. Even the wounded Japanese soldiers were prevented from returning home until 1941.

With their crushing defeat, the Japanese turned forever away from an attack northward into Russia. No amount of German pressure could get them to advance against either Mongolia or Russia — even though they were within four miles of the Trans-Siberian railroad. For this, the Russians were eternally grateful — with Zhukov himself admitting that Russia would have fallen before a combined German-Japanese attack, even given the limited Japanese antitank weapons. •

Border Clashes

Following the Mukden Incident of 1931, the Kwantung Army invaded Manchuria and carved out their own little empire there without official permission to do so, yet dragging the Imperial High Command and Japan itself in along with them. They set up a puppet government and ran things pretty much as they wished — until Nomonhan.

From the formation of Manchukuo (the Kwantung Army's name for its empire), there were intermittent but small border disputes between Russian (and Mongolian) border troops and Japanese border units. Most of these occurred because each side was using maps that showed the border to be up to 50 miles different than the other side's border maps.

The Japanese maps showed the border to be the Halha river, while the Russian maps showed the border to be just past the town of Nomonhan. The maps the Japanese were using dated back to the early 1900s, while those of the Russians dated to the 1920s (when they had been pushing the border into China slowly but surely). This situation led to a series of slowly escalating border flare-ups.

In December of 1938 a brand new and very green Japanese division was assigned to take over the Manchukuo border — the 23rd

First Step

While they lacked modern military hardware, the 23rd had a high morale — and their officers were anxious to gain personal honor and glory and show what good warriors they were. Thus, following several medium size border incidents, they decided to send out a ‘punitive expedition’ that would actually cross the Halha into Mongolia and clear both banks of the border. For this they would use their precious tankettes plus some cavalry.

What started as almost a lark turned deadly serious when the tankettes outstripped their cavalry and then ran right into a Mongolian armored border patrol. Realizing they were outgunned, the tankettes turned tail and ran for their cavalry — but got two tankettes bogged in soft dirt and burned out their motors. The Mongolians watched this until the bogged tankettes were taken in tow. Finally realizing how helpless their foe was, they moved forward to attack.

Fortunately for the tankettes, their cavalry and supporting Guns (which were not ATGs) came up just in time to drive off the initial Mongol attack. But the Mongols regrouped and attacked again. A vicious battle raged for several hours at close range. In the middle of it, a lone Russian armored car arrived from the east — behind the Japanese. This intruder was

Puget Sound ASL Newsletter

A “Sound” Design Series Scenario

The First Step

PSASL 4 Designed by Scott Jackson

Tauran Plateau, Outer Mongolia, March 31, 1936. A small Japanese punitive expedition advanced across the barren steppes, only to run into a stronger Mongolian force. The IJA recon tankettes started to withdraw, but had two get bogged and throw their tracks and they had to be taken into tow; cutting the speed of the recon withdrawal by more than half. The Mongols decided to attack.

Victory Conditions

The side with the highest CVP total at scenario-end wins. Ties are possible.

Turn Record Chart

Japanese move first	J	J					
	1	2	3	4	5	6	7
		M			M		

Balance: Japanese: Add two LMG. Mongolian: Add one T37.

Board Configuration

N↑

28	
	31

Japanese. SAN = 2. ELR = 3

Elements of Shibuya Detachment, 1st Independent Mixed Brigade, Kwangtung Army.

Enter Turn 1 along the western board edge, having spent half (FRD) their available MP before entry.

4 x Type 94 Tankette

Enter Turn 2 along any eastern board edge hex. Guns must be pushed by their 2-2-8 crews but will automatically be successful for the the first hex entered (no manhandling DR is required). All non-crew personnel units must enter mounted on horses.

3 x 3-4-7

1 x 8+1 leader

1 x 37L AT

3 x 3-3-6

7 x Horses

1 x 70* INF (SSR 5)

2 x 2-2-8 crew

Mongolian Peoples Army. SAN = 2. ELR = 2.

Elements of the 7th Border Guard Brigade.

Enter Turn 2 along any western board edge hex. All personnel units must be mounted on Horses.

10 x 4-4-7

1 x T37

1 x 8-0 leader

1 x BT-5 M34

11 x Horses

Enter Turn 5 along any eastern board edge.

1 x BA-64B BC

Special Scenario Rules

1. All terrain is Open Ground.
2. Hammada hexes are Dips which afford a +1 TEM/TH for any non-PBF/TPBF/Same-hex/Point-Blank-Range (Case L) attacks at a unit in one.
3. Scrub are Bumps, and all attacks from there never suffer the Dip TEM/TH DRM.
4. Only INF can Interdict. No Quarter is in effect for both sides.
5. The IJA 37L AT is really a 37* INF with ROF 2. Both IJA Guns can only fire HE.

6. All Mongolian AFV crews are Inexperienced (D3.45).

7. One of the IJA Tank Type 94s must be marked with an Immobilized marker. It starts the game being towed by another Tank 94, which must remain stacked with it and is marked with a Japanese control marker to indicate it is towing. While Towing, its available MP is halved (FRD) and it must add a +2 to any Mechanical Reliability roll. It may stop towing by remaining Stopped and CE for one whole friendly Player-Turn (thus, if the CE crew is forced to go BU by a combat result then the unhooking has failed and the other AFV is still in tow).

Aftermath The Mongolians caught up to the Japanese just as they reached reinforcements that were responding to the recon commander’s radio calls. The reinforcements beat off a Mongolian cavalry charge, and it settled into a gun duel that took a heavy toll of AFV on both sides. A lost Mongolian armored car suddenly appeared behind the Japanese and caused confusion until it was captured in CC. The Mongols eventually withdrew their lone surviving BT5 once they got their decimated cavalry back to safety. Not a single Japanese AFV survive -- not even the captured BA-6. The first step on the road to Nomonhan had been taken.

Scenario design and copyright by Scott Jackson, 2002. Please feel free to drop him a line if you played this. While more information is better than less, your report can be as simple as who won and/or if you liked the game or not. Play testing is no rocket science yet. E-mail comments to : stonewall7@hotmail.com.